

Ancient Cornucopia 26 Artifact Whenever you cast a spell that's one or more colors, you may gain 1 life for each of that spell's colors. Do this only once each turn. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Cornucopia 26 Artifact Whenever you cast a spell that's one or more colors, you may gain 1 life for each of that spell's colors. Do this only once each turn. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Cornucopia 26 Artifact Whenever you cast a spell that's one or more colors, you may gain 1 life for each of that spell's colors. Do this only once each turn. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Cornucopia 26 Artifact Whenever you cast a spell that's one or more colors, you may gain 1 life for each of that spell's colors. Do this only once each turn. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Bitter Triumph 1B Instant As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Breeding Pool Land -- Forest Island {T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deadly Cover-Up 3BB Sorcery As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deadly Cover-Up 3BB Sorcery As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Exhibition Tidecaller U Creature -- Djinn Wizard Opus -- Whenever you cast an instant or sorcery spell, target player mills three cards. If five or more mana was spent to cast that spell, that player mills ten cards instead. 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Exhibition Tidecaller U Creature -- Djinn Wizard Opus -- Whenever you cast an instant or sorcery spell, target player mills three cards. If five or more mana was spent to cast that spell, that player mills ten cards instead. 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest {T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gloomlake Verge Land {T}: Add {U}. {T}: Add {B}. Activate only if you control an Island or a Swamp. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Great Hall of the Biblioplex Land {T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. Spend this mana only to cast an instant or sorcery spell. {5}: If this land isn't a creature, it becomes a 2/4 Wizard creature with "Whenever you cast an instant or sorcery spell, this creature gets +1/+0 until end of turn." It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Great Hall of the Biblioplex Land {T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. Spend this mana only to cast an instant or sorcery spell. {5}: If this land isn't a creature, it becomes a 2/4 Wizard creature with "Whenever you cast an instant or sorcery spell, this creature gets +1/+0 until end of turn." It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Great Hall of the Biblioplex Land {T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. Spend this mana only to cast an instant or sorcery spell. {5}: If this land isn't a creature, it becomes a 2/4 Wizard creature with "Whenever you cast an instant or sorcery spell, this creature gets +1/+0 until end of turn." It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Great Hall of the Biblioplex Land {T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. Spend this mana only to cast an instant or sorcery spell. {5}: If this land isn't a creature, it becomes a 2/4 Wizard creature with "Whenever you cast an instant or sorcery spell, this creature gets +1/+0 until end of turn." It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Hedge Maze Land -- Forest Island {T}: Add {G} or {U}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island {T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mind into Matter (X)(G)(U) Sorcery Draw X cards. Then you may put a permanent card with mana value X or less from your hand onto the battlefield tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mind into Matter (X)(G)(U) Sorcery Draw X cards. Then you may put a permanent card with mana value X or less from your hand onto the battlefield tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mind into Matter XGU Sorcery Draw X cards. Then you may put a permanent card with mana value X or less from your hand onto the battlefield tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mistrise Village Land This land enters tapped unless you control a Mountain or a Forest. {T}: Add {U}. {U}, {T}: The next spell you cast this turn can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nowhere to Run 1B Enchantment Flash When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn. Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nowhere to Run 1B Enchantment Flash When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn. Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Overgrown Tomb Land -- Swamp Forest {T}: Add {B} or {G}. As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Overgrown Tomb Land -- Swamp Forest {T}: Add {B} or {G}. As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Overgrown Tomb Land -- Swamp Forest {T}: Add {B} or {G}. As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Petrified Hamlet Land When this land enters, choose a land card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. Lands with the chosen name have "{T}: Add {C}." {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Professor Dellian Fel (2)(B)(G) Legendary Planeswalker -- Dellian [+2]: You gain 3 life. [0]: You draw a card and lose 1 life. [-3]: Destroy target creature. [-6]: You get an emblem with "Whenever you gain life, target opponent loses that much life." L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Professor Dellian Fel (2)(B)(G) Legendary Planeswalker -- Dellian [+2]: You gain 3 life. [0]: You draw a card and lose 1 life. [-3]: Destroy target creature. [-6]: You get an emblem with "Whenever you gain life, target opponent loses that much life." L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Professor Dellian Fel (2)(B)(G) Legendary Planeswalker -- Dellian [+2]: You gain 3 life. [0]: You draw a card and lose 1 life. [-3]: Destroy target creature. [-6]: You get an emblem with "Whenever you gain life, target opponent loses that much life." L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rakshasa's Bargain (2/B)(2/G)(2/U) Instant Look at the top four cards of your library. Put two of them into your hand and the rest into your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Requiting Hex B Instant As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.) Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Requiting Hex B Instant As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.) Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shoot the Sheriff 1 B Instant Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shoot the Sheriff 1 B Instant Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Stock Up 2 U Sorcery Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Strategic Betrayal 1 B Sorcery Target opponent exiles a creature they control and their graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Strategic Betrayal 1 B Sorcery Target opponent exiles a creature they control and their graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The End 2 B B Instant This spell costs {2} less to cast if your life total is 5 or less. Exile target creature or planeswalker. Search its controller's graveyard, hand, and library for any number of cards with the same name as that permanent and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Together as One 6 Sorcery Converge -- Target player draws X cards, Together as One deals X damage to any target, and you gain X life, where X is the number of colors of mana spent to cast this spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Together as One 6 Sorcery Converge -- Target player draws X cards, Together as One deals X damage to any target, and you gain X life, where X is the number of colors of mana spent to cast this spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Together as One 6 Sorcery Converge -- Target player draws X cards, Together as One deals X damage to any target, and you gain X life, where X is the number of colors of mana spent to cast this spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Undercity Sewers Land -- Island Swamp {T}: Add {U} or {B}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Underground Mortuary Land -- Swamp Forest {T}: Add {B} or {G}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Urgent Necropsy 2 B G Instant As an additional cost to cast this spell, collect evidence X, where X is the total mana value of the permanents this spell targets. Destroy up to one target artifact, up to one target creature, up to one target enchantment, and up to one target planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wastewood Verge Land {T}: Add {G}. {T}: Add {B}. Activate only if you control a Swamp or a Forest. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wastewood Verge Land {T}: Add {G}. {T}: Add {B}. Activate only if you control a Swamp or a Forest. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Watery Grave Land -- Island Swamp (T): Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Watery Grave Land -- Island Swamp (T): Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Willowrush Verge Land {T}: Add {U}. {T}: Add {G}. Activate only if you control a Forest or an Island. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Duress Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Emeritus of Ideation Creature -- Human Wizard Flying, ward {2} This creature enters prepared. Whenever this creature attacks, you may exile eight cards from your graveyard. If you do, this creature becomes prepared. [sideboard] 5/5 OTHER FACE Ancestral Recall Instant Target player draws three cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Flashfreeze 1 U Instant Counter target red or green spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flashfreeze 1 U Instant Counter target red or green spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flashfreeze 1 U Instant Counter target red or green spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flashfreeze 1 U Instant Counter target red or green spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Negate 1 U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Negate 1 U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nowhere to Run 1 B Enchantment Flash When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn. Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Outrageous Robbery X B B Instant Target opponent exiles the top X cards of their library face down. You may look at and play those cards for as long as they remain exiled. If you cast a spell this way, you may spend mana as though it were mana of any type to cast it. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

Target opponent exiles a creature they control and their graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creatures entering don't cause abilities to trigger.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B G

As an additional cost to cast this spell, collect evidence X, where X is the total mana value of the permanents this spell targets. Destroy up to one target artifact, up to one target creature, up to one target enchantment, and up to one target planeswalker.

[sidebar]

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